

FIG. 1

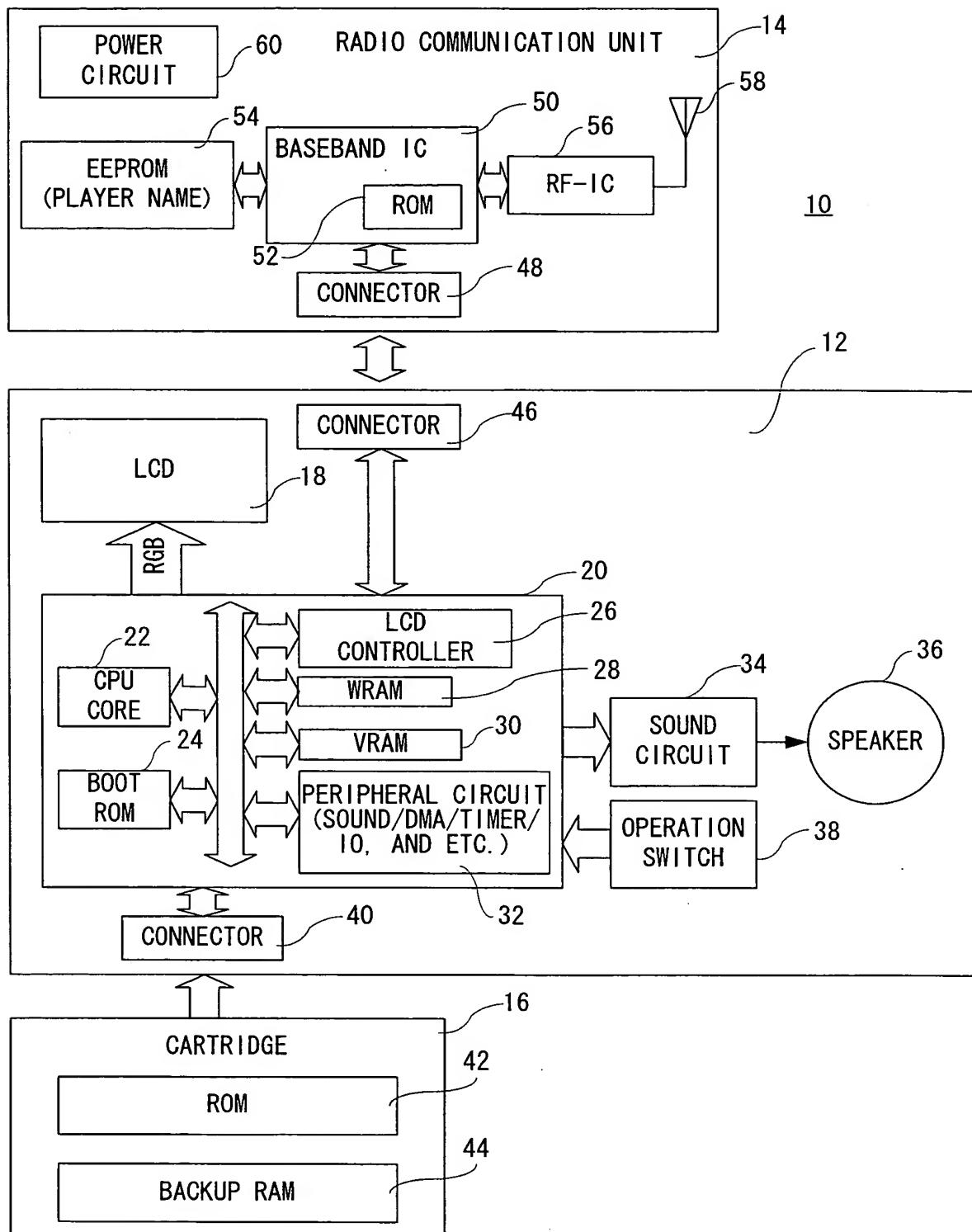


FIG. 2

WRAM28

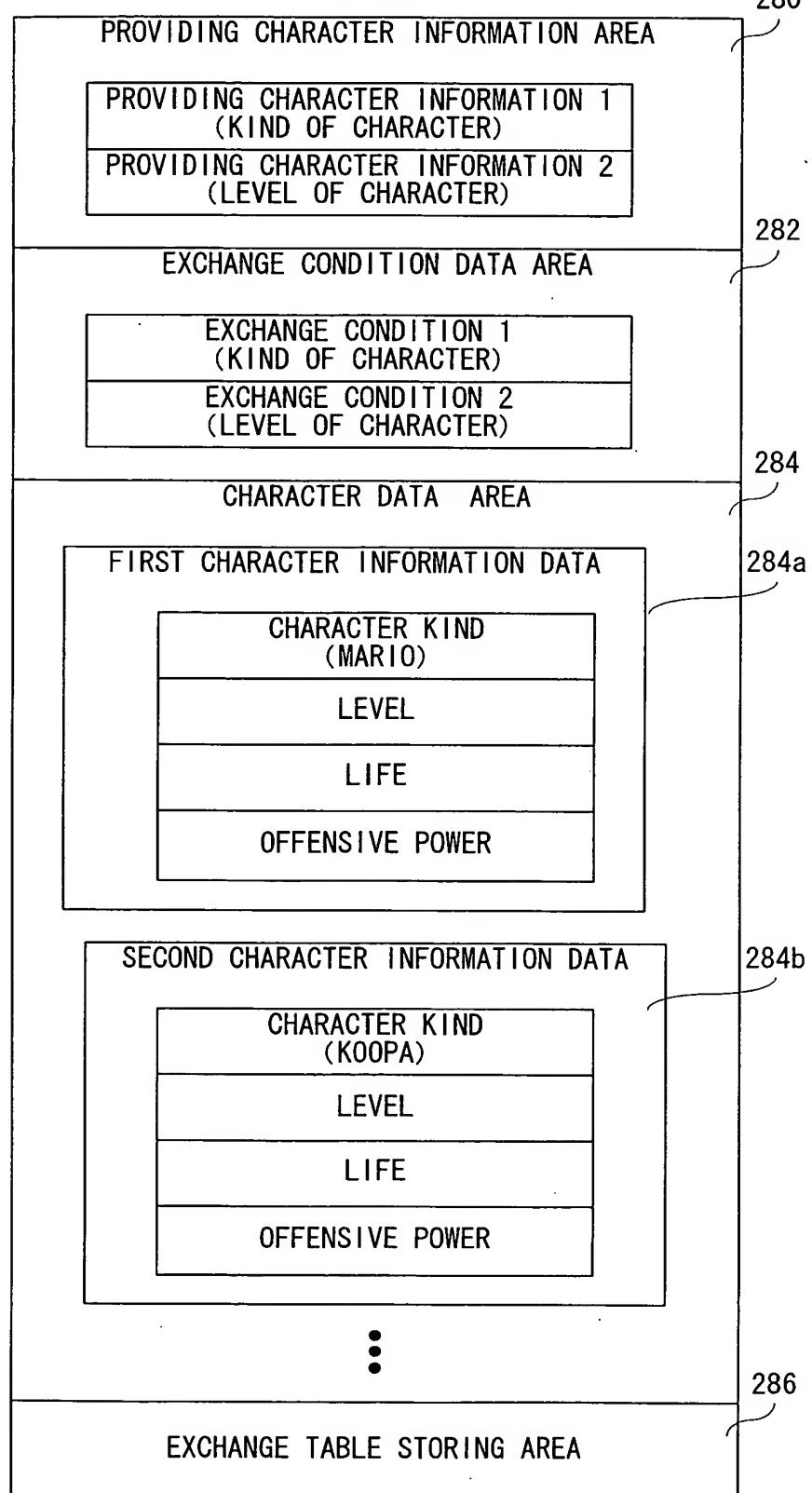


FIG. 3

BACKUP RAM 44

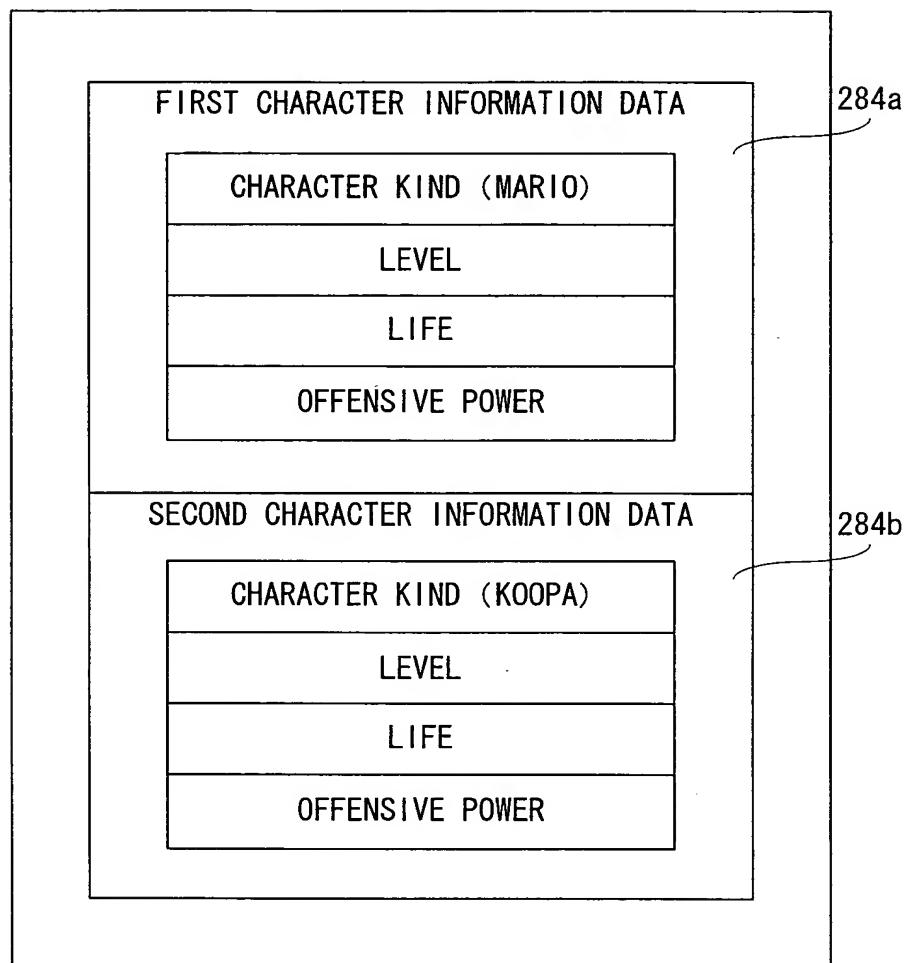


FIG. 4

EXCHANGE TABLE

NUMBER	EXCHANGE STARTING CONDITION	EXCHANGE ENDING CONDITION	PROVIDING CHARACTER KIND	LEVEL	KIND	REQUIRED CHARACTER LEVEL
1	OBTAIN SPECIFIC ITEM	—	MARIO	5	KOOPA	5
2	DEFEAT DRAGON	—	AT PLAYER'S DISCRETION	ANY LEVEL	AT PLAYER'S DISCRETION	AT PLAYER'S DISCRETION
3	SAVE VILLAGE CHARACTER	—	LUIGI	7 OR MORE	KOOPA	AT PLAYER'S DISCRETION
4	APRIL 10	APRIL 15	KOOPA	10 OR MORE	AT PLAYER'S DISCRETION	MORE THAN LEVEL OF PROVIDING CHARACTER
5	15:00	16:00	PEACH	ANY LEVEL	AT PLAYER'S DISCRETION	SAME AS THE LEVEL OF PROVIDING CHARACTER

FIG. 5

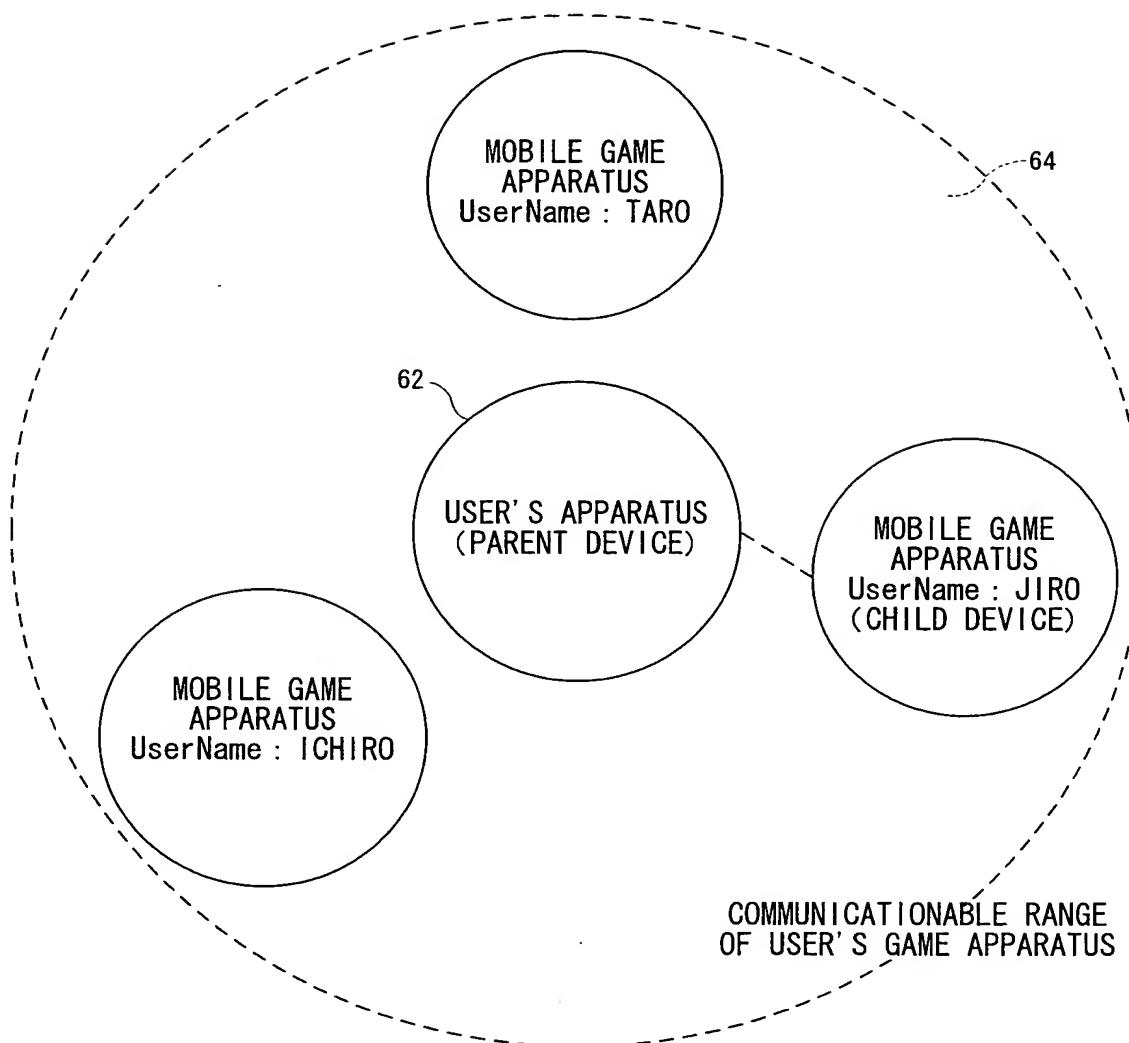


FIG. 6

A CASE OF COINCIDENCE OF EXCHANGE CONDITION

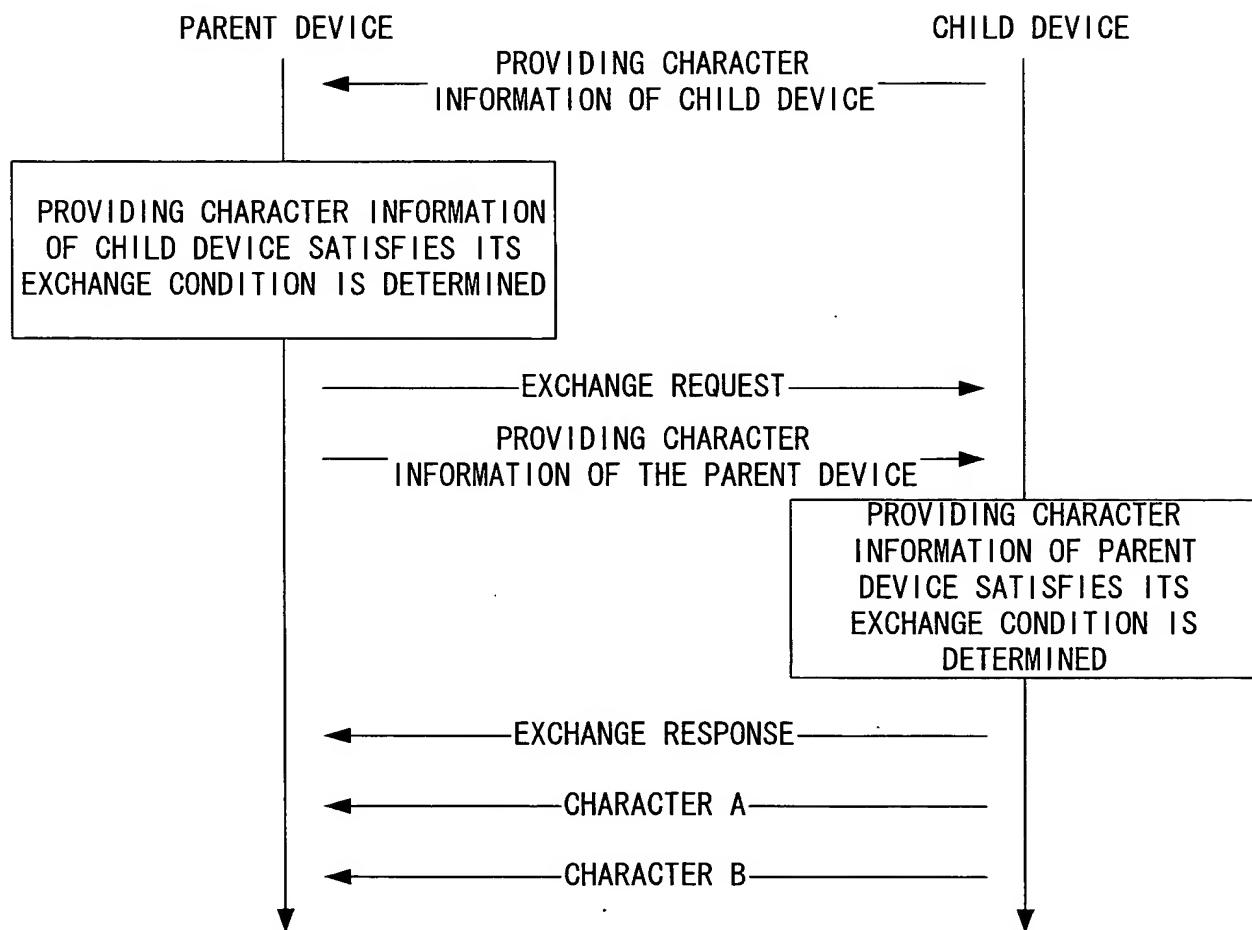


FIG. 7

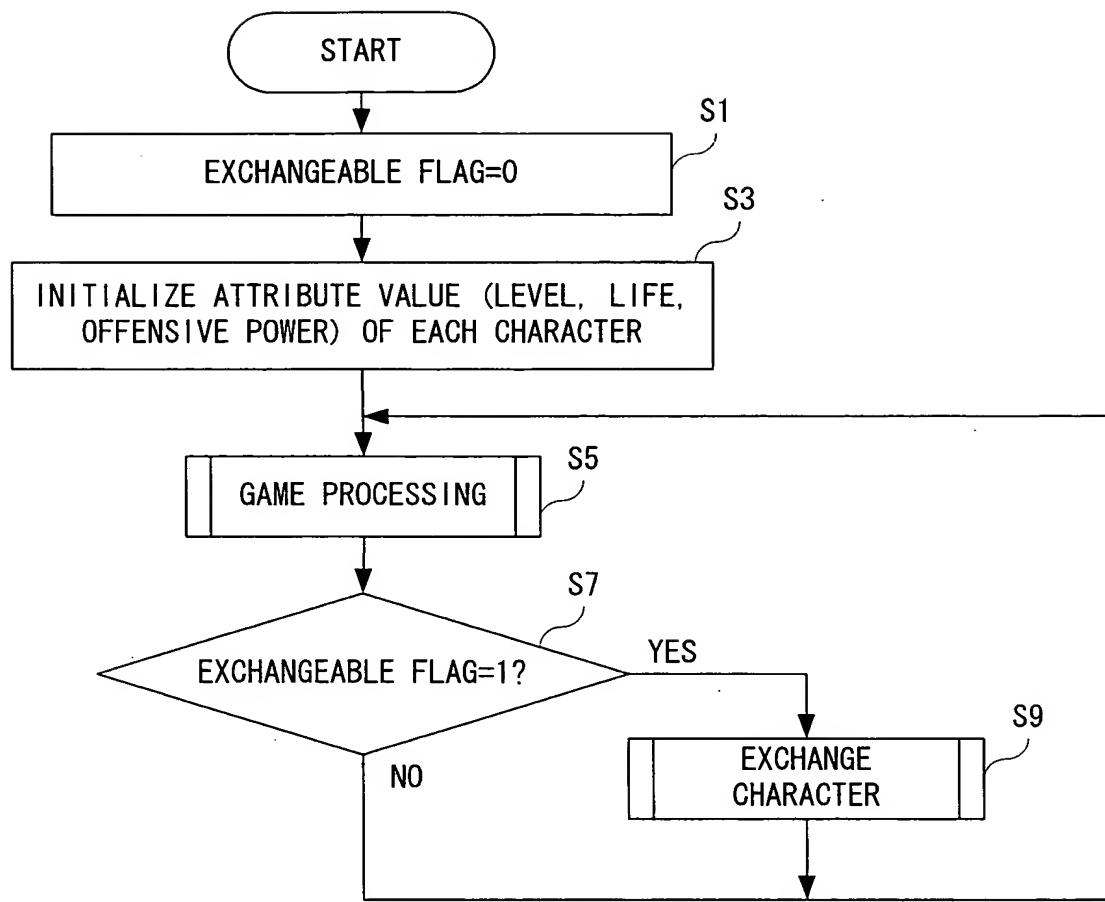


FIG. 8

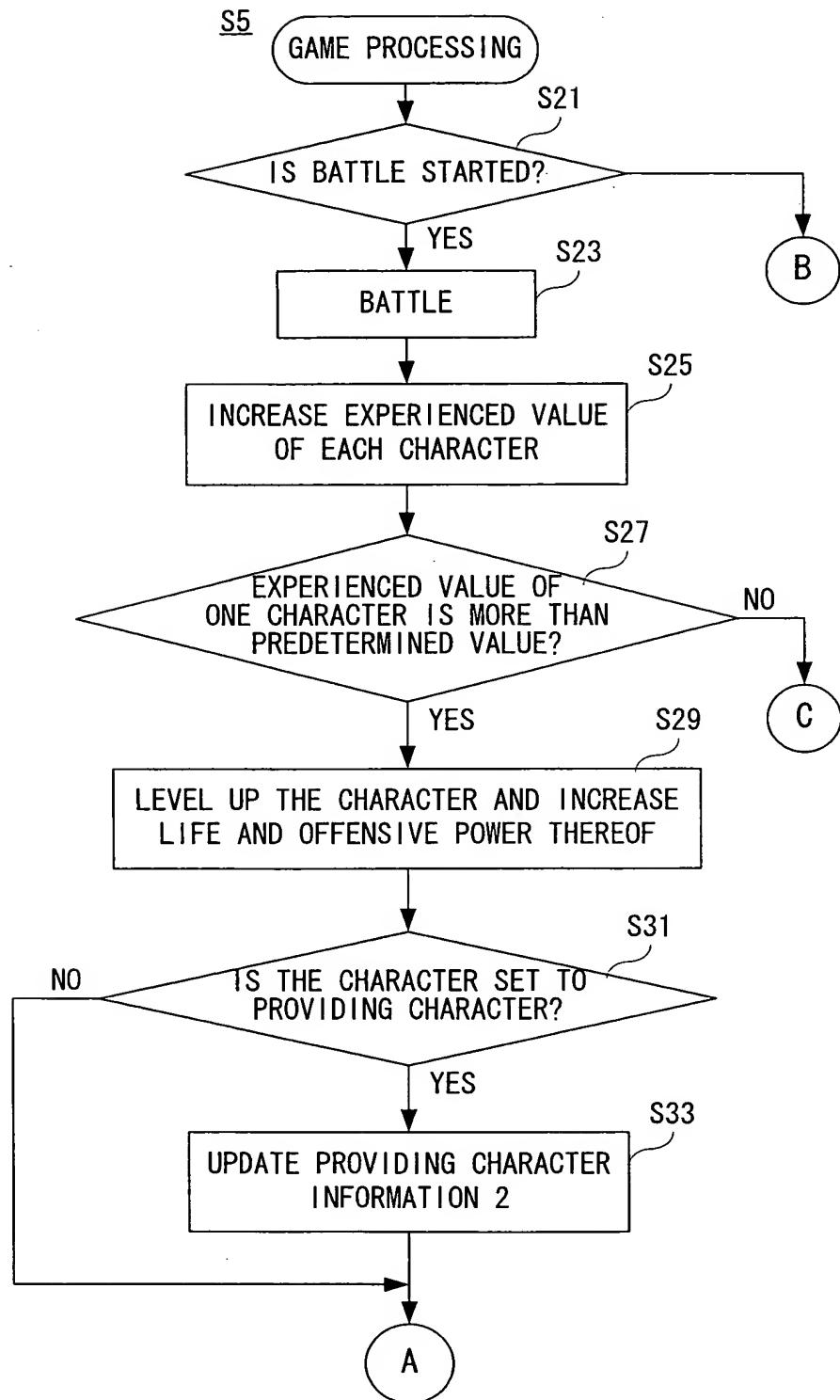


FIG. 9

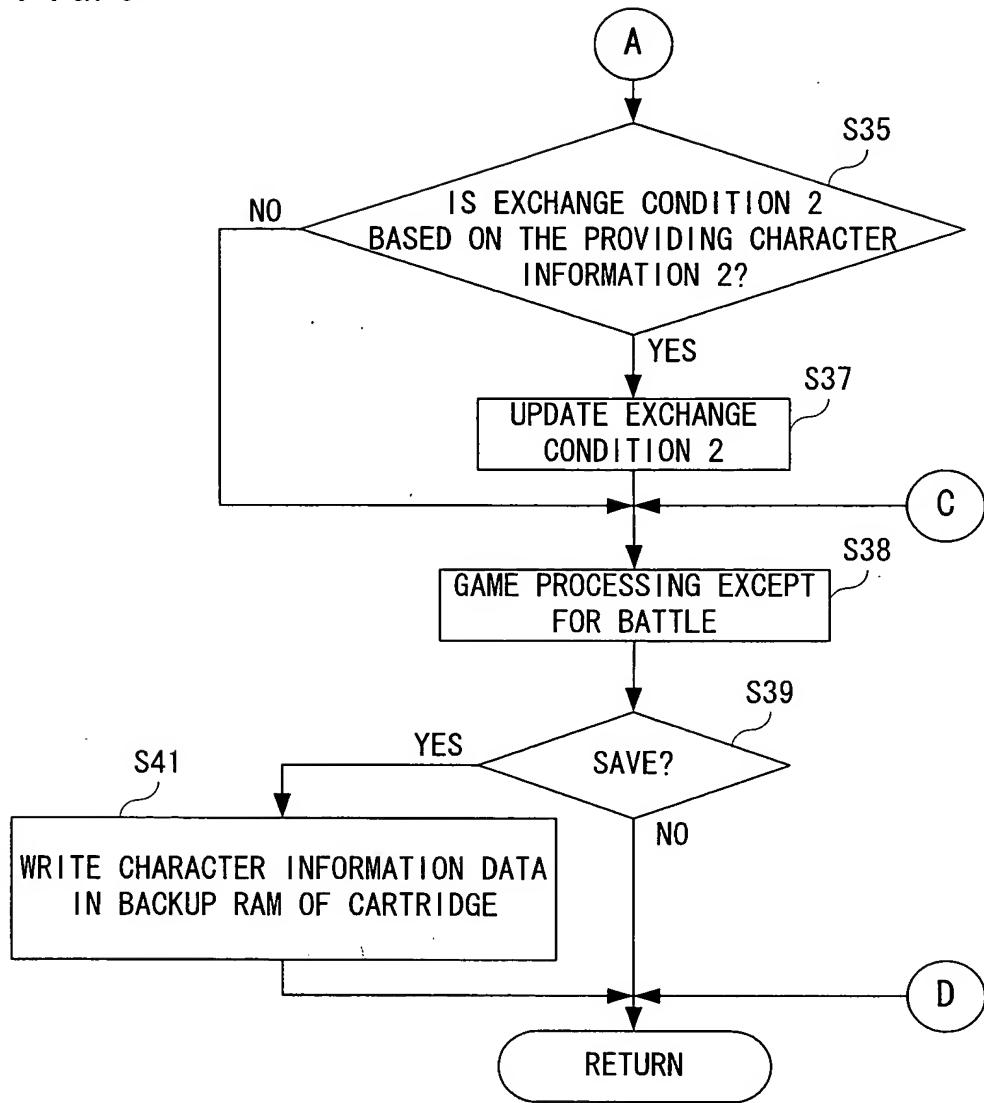


FIG. 10

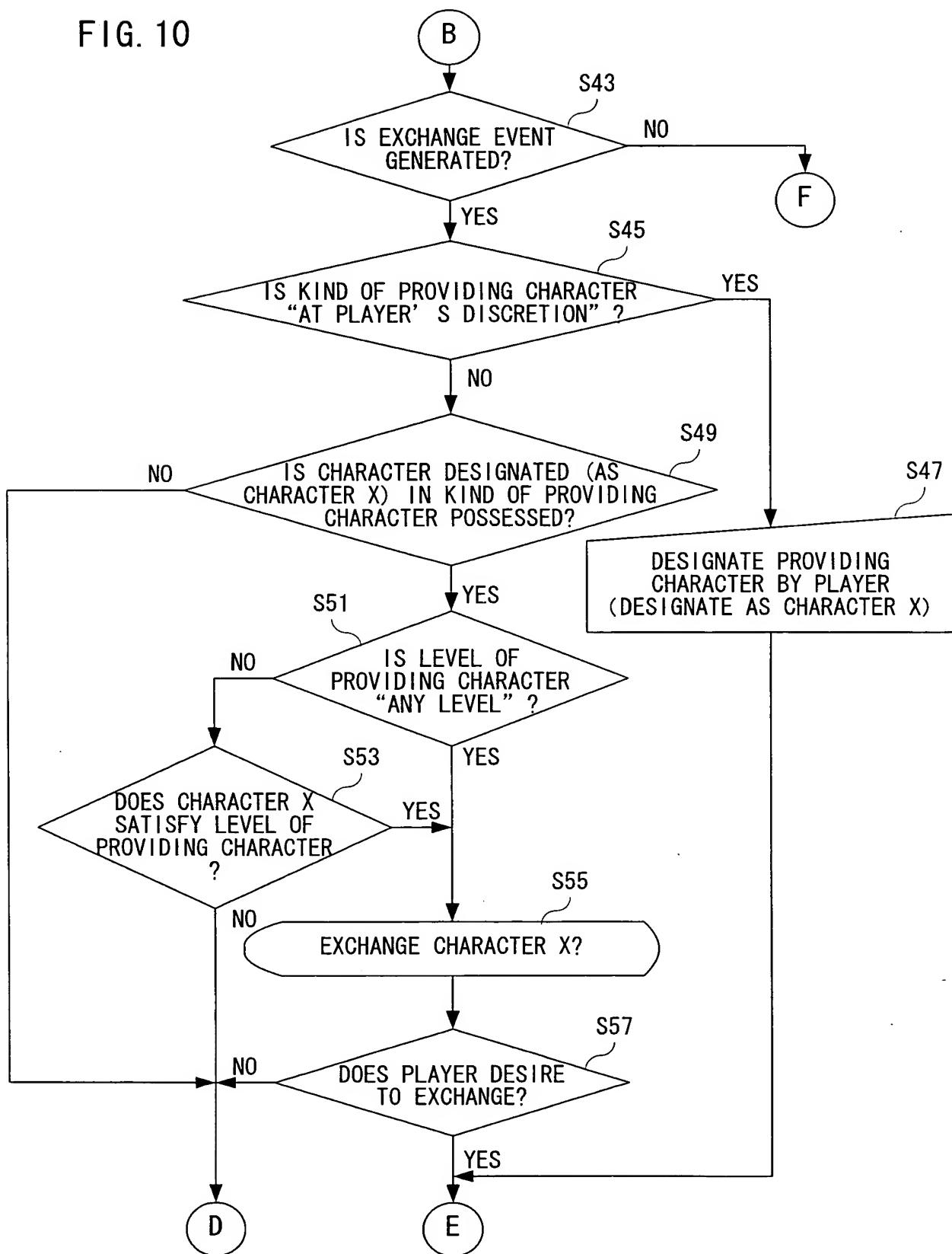


FIG. 11

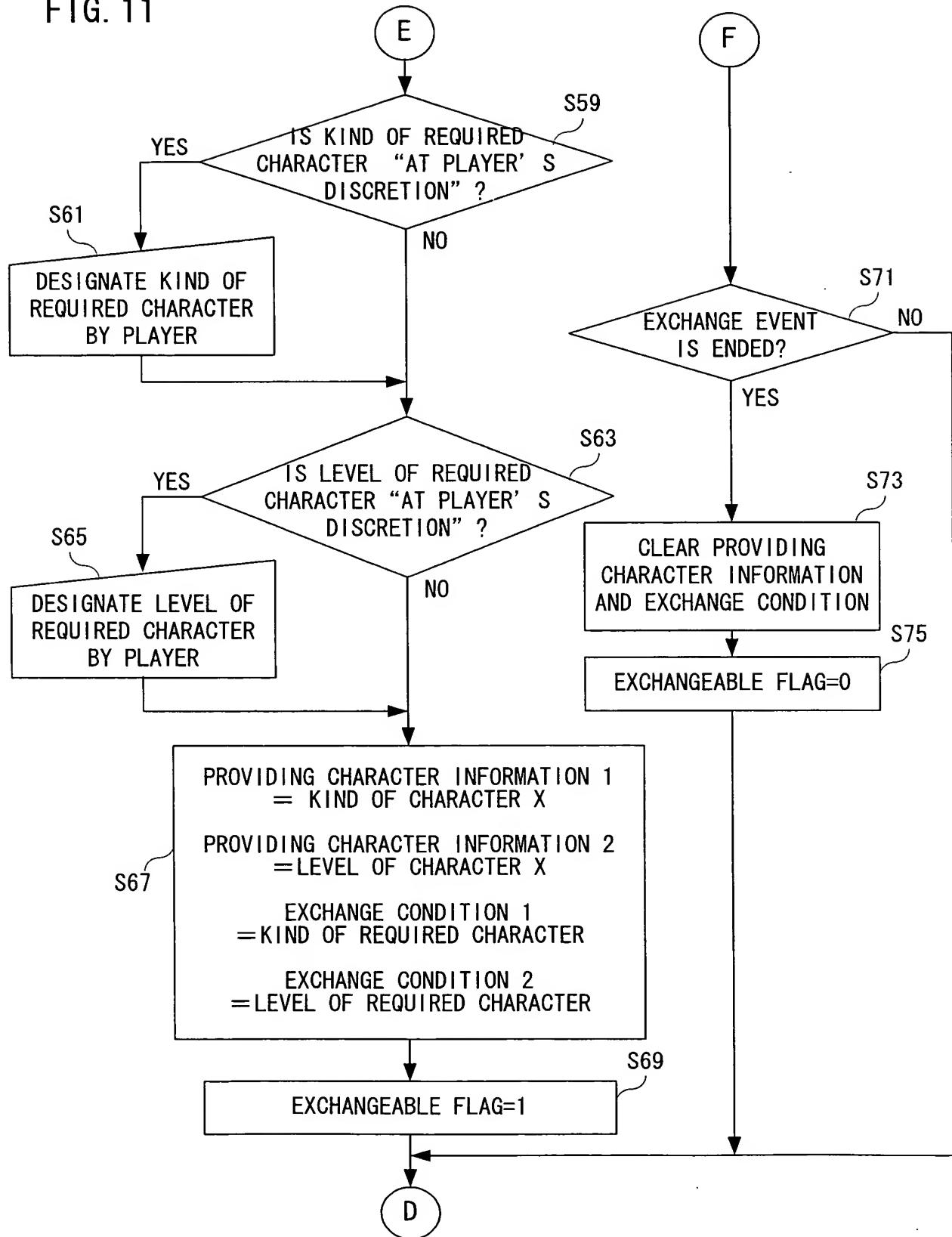


FIG. 12

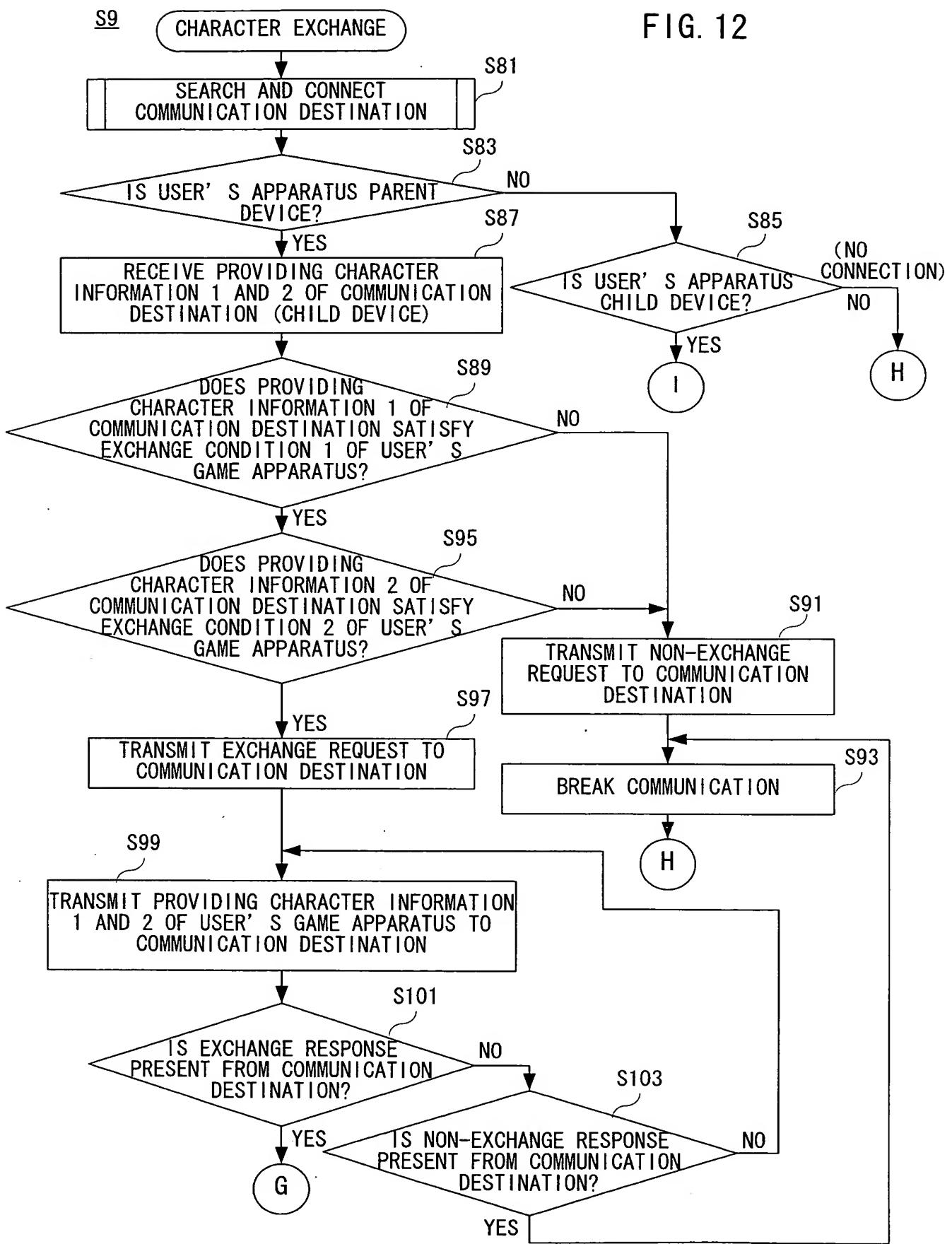


FIG. 13

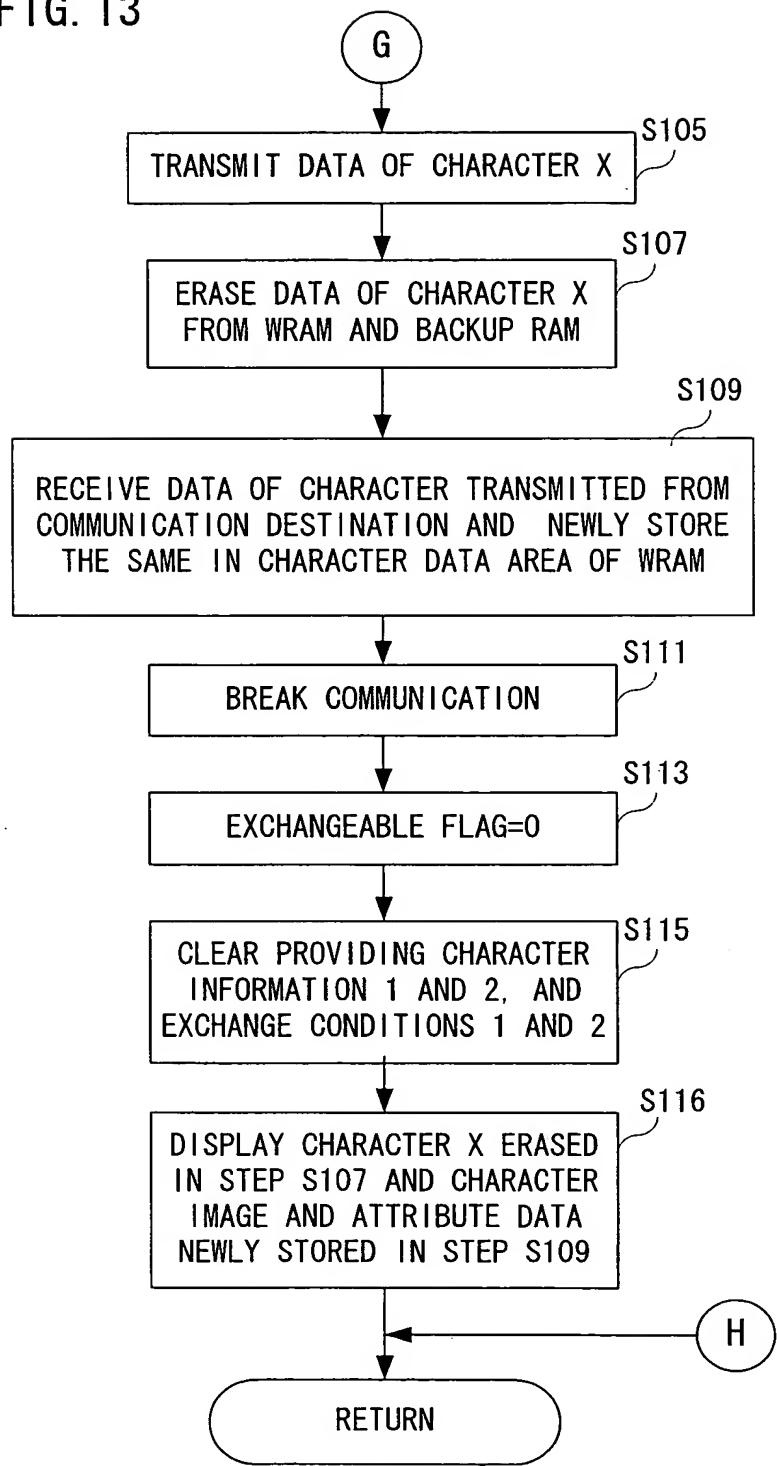


FIG. 14

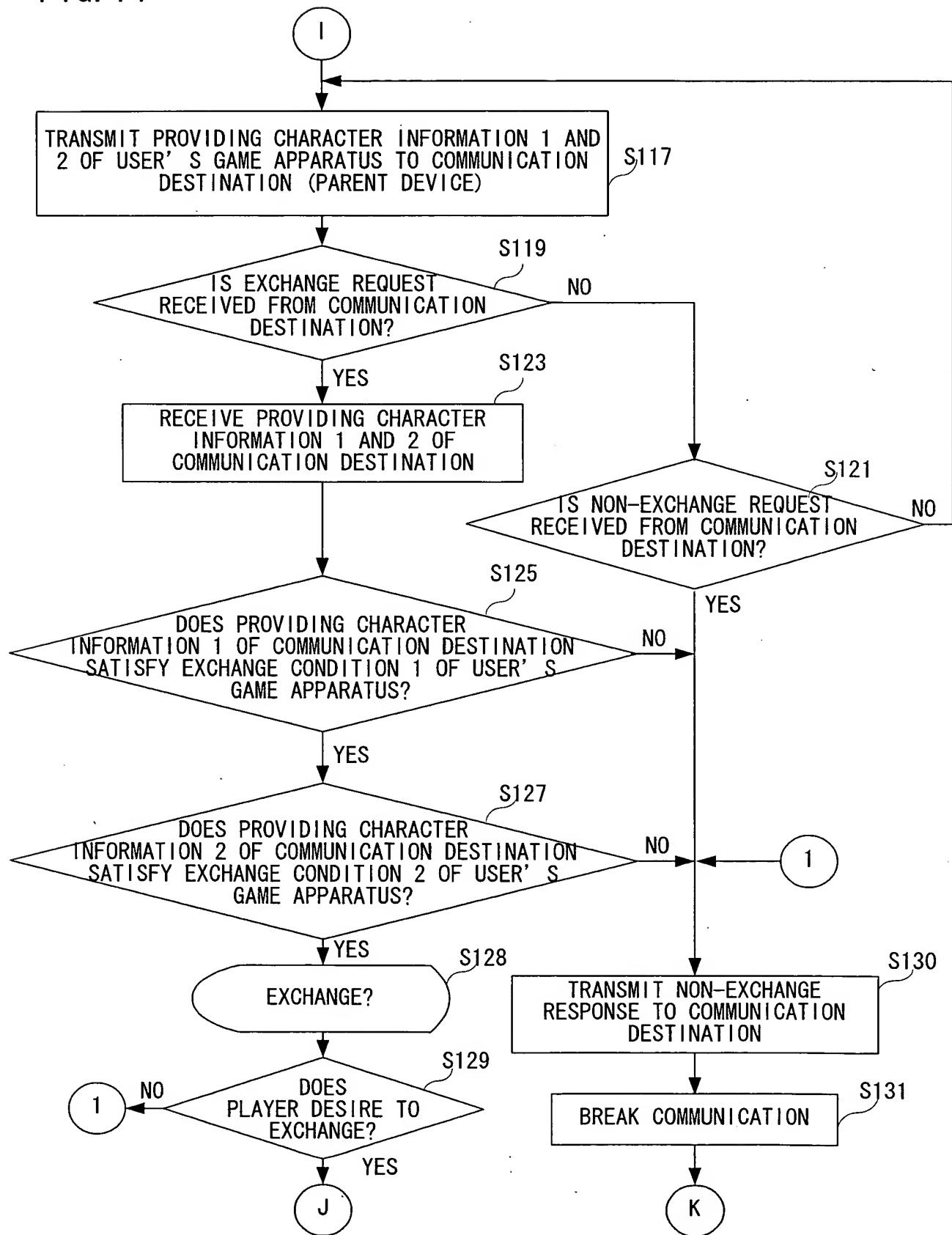


FIG. 15

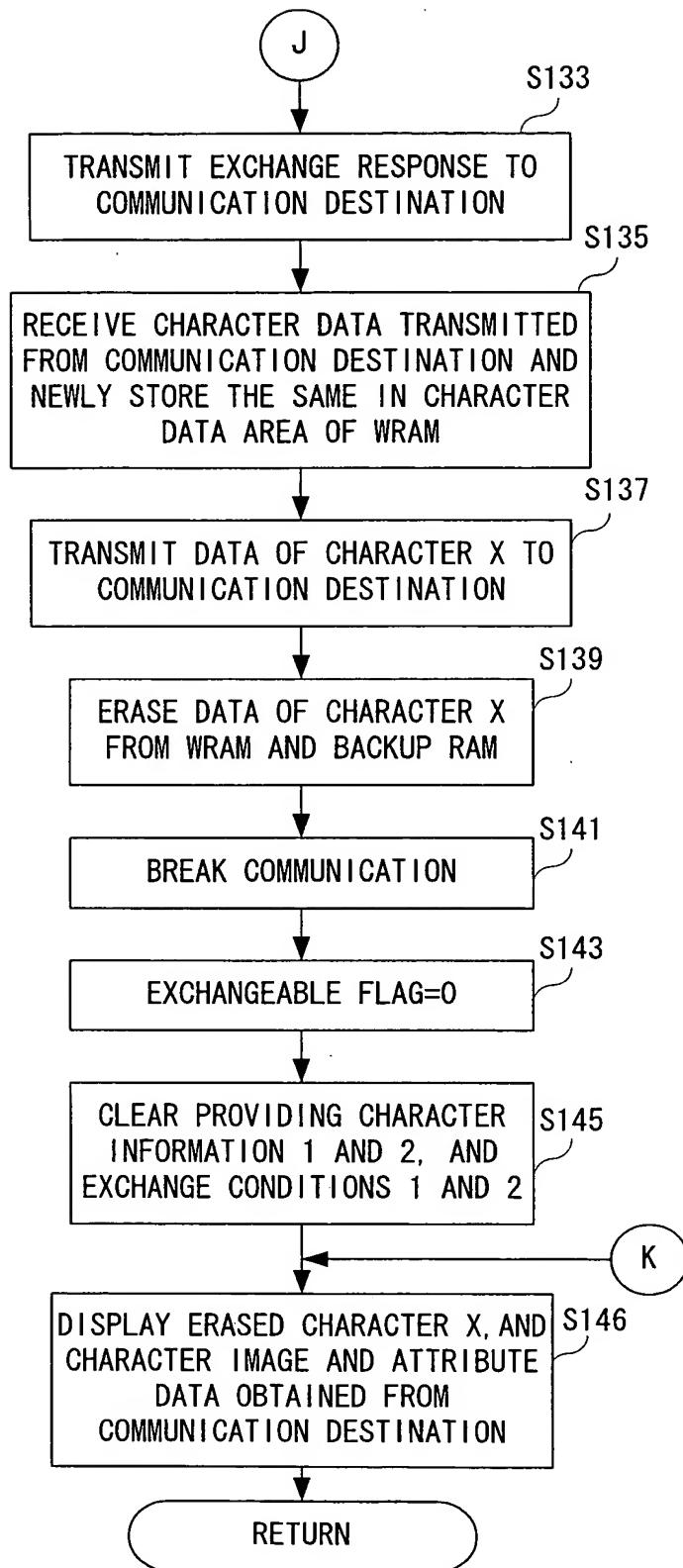
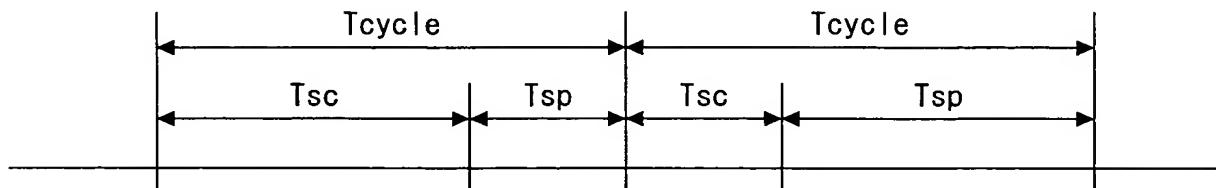


FIG. 16

(A) CASE OF SEARCHING AND CONNECTING COMMUNICATION DESTINATION 1

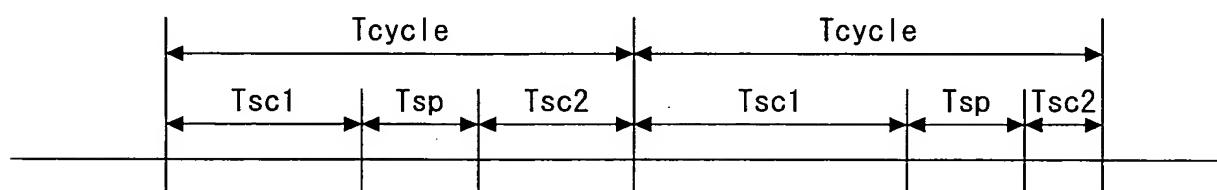


Tcycle IS FIXED VALUE OF 4 SECONDS, FOR EXAMPLE

Tsc IS RANDOM VALUE OF FROM 0 TO Tcycle

Tsp IS Tcycle-Tsc

(B) CASE OF SEARCHING AND CONNECTING COMMUNICATION DESTINATION 2



Tcycle IS FIXED VALUE OF 4 SECONDS, FOR EXAMPLE

Tsp IS FIXED VALUE OF 96 msec FOR EXAMPLE

Tsc1 IS RANDOM VALUE OF FROM 0 TO (Tcycle-Tsp)

Tsc2 IS Tcycle-Tsc1-Tsp

FIG. 17

(A) PARENT DEVICE PACKET (BROADCASTING DATA)

sync	PID	User Name	Eflag	Payload
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(B) CHILD DEVICE PACKET (CONNECTION REQUESTING DATA)

CID	User Name	Payload
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FIG. 18

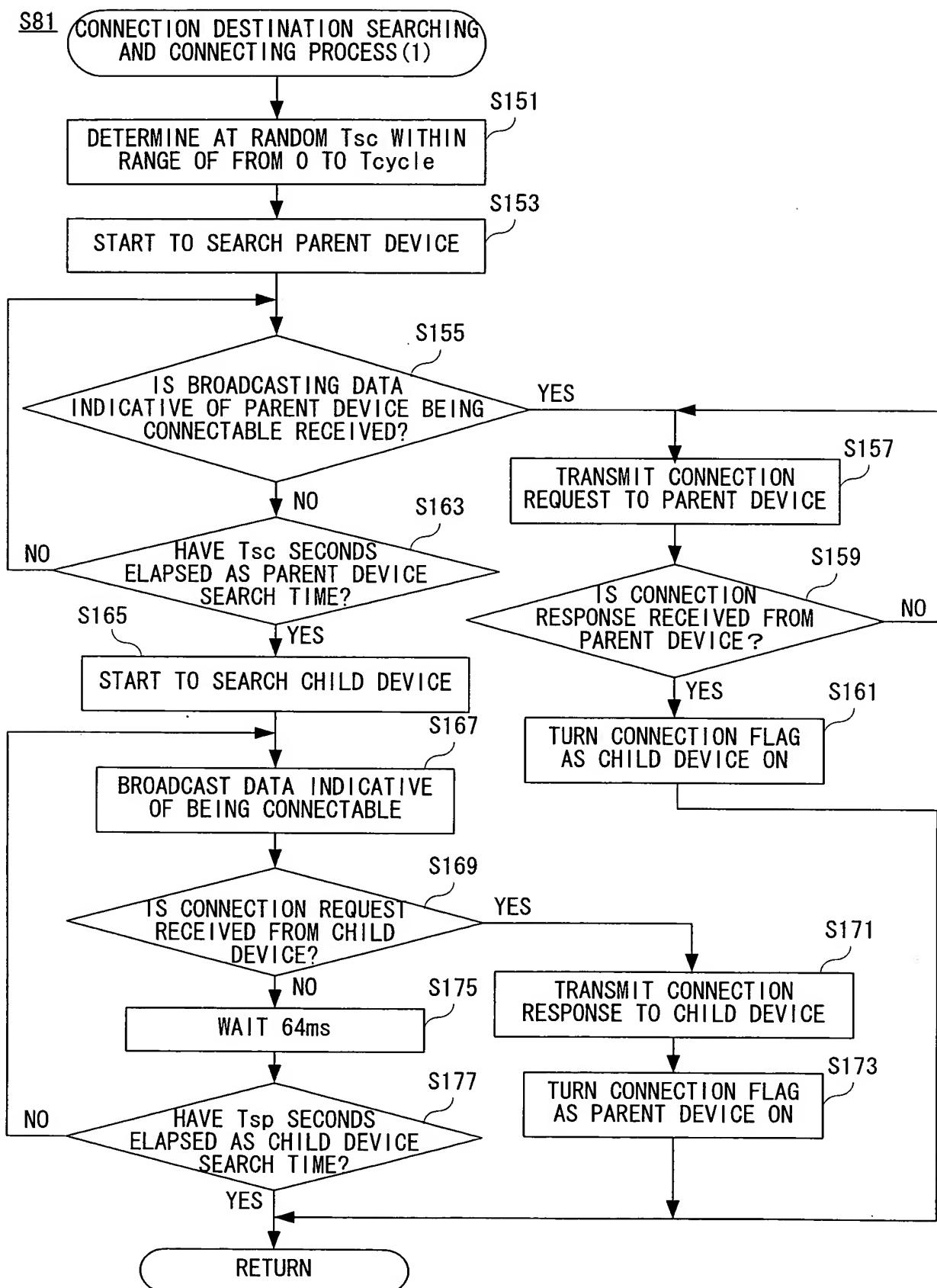


FIG. 19

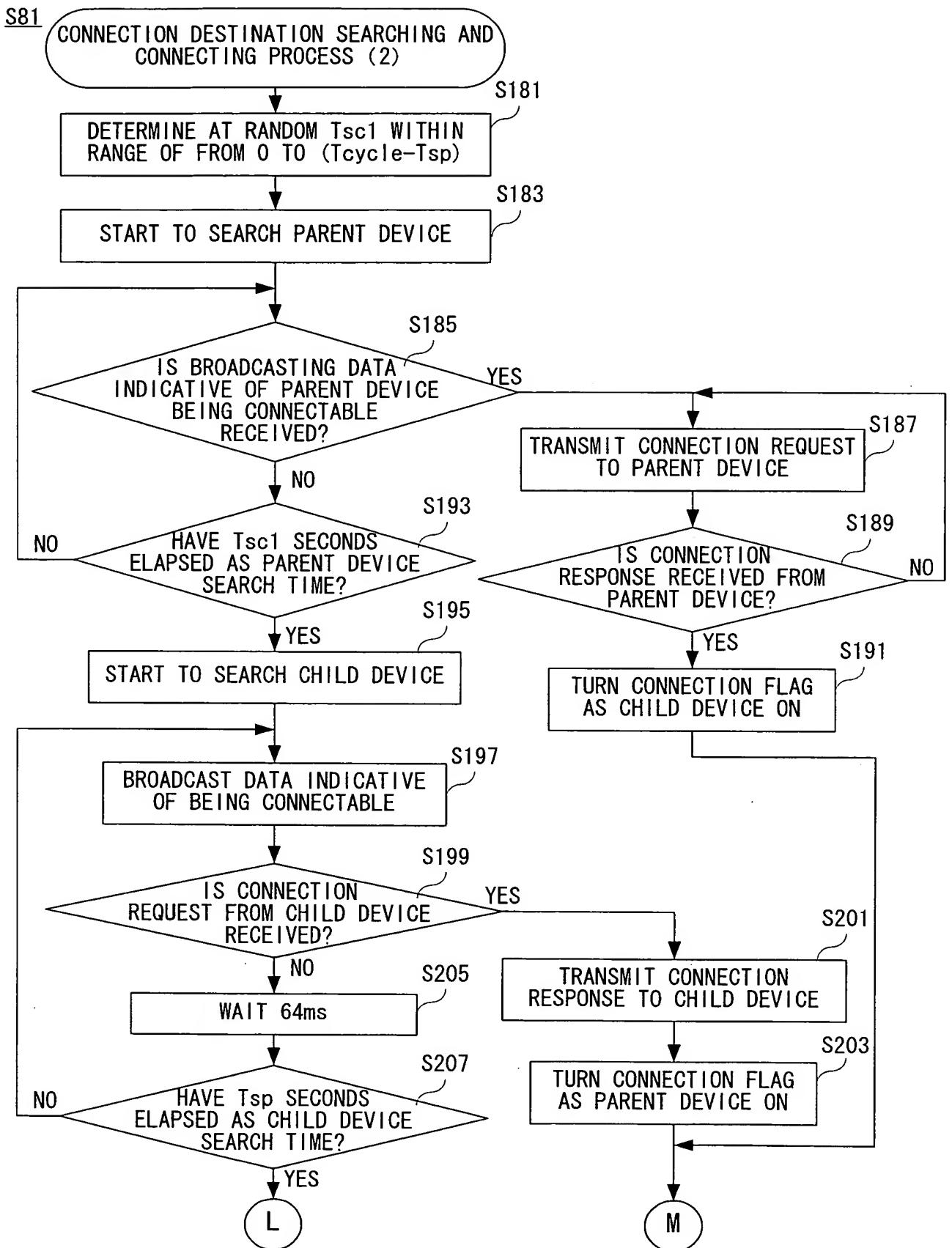


FIG. 20

